

TOURNAMENTS AT COLD WARS 2010

Current as of 6 January 2010

NASAMW Ancient and Medieval Events

Below is a short description of tournaments being put on by the North American Society of Ancient and Medieval Wargamers, the Renaissance Wargaming Society, the Northeast Wargaming Society and Flames of War. For more information, please go to the NASAMW registration desk. An entry fee of \$5 for NASAMW members for all of Cold Wars, and an entry fee of \$5 per event for non-NASAMW members, is charged. These go for trophies and other expenses.

DBA, HotT & DBN at Cold Wars

Players should bring their own armies (unless event description notes that figures will be provided or that loaners will be available) as well as terrain (some terrain is available for communal use); all battlefields are provided. Players must show up at events 15 minutes prior to the posted start time for assignments. Sign up for all events at the NASAMW DBA registration desk. Some Pre-registration is available for specific events where listed in the event details. Please contact David Schlanger with any questions: buckynduke@gmail.com

Special Cold Wars Rule Modification: Unless noted in a specific event description, all DBA events will allow dismounting in the first bound ONLY. All other rules related to dismounting remain the same.

The 2010 Manly Cup: The Long Island Bostwicks bring you The Manly Cup! This is an award that is designed to find and recognize those DBA players that are the absolute gutsiest. Those that always seem to make those moves that don't necessarily make sense, but adopt that "Go Big or Go Home" attitude. This "event" begins the first evening of the convention (Wednesday, this year) and ends Saturday night. The player that has been recognized as making the most Manly (read:gutsy) moves throughout this period will be declared The Manliest Man (or woman!) of Cold Wars, and will be awarded the prestigious Manly Cup!

Wednesday:

8pm-Midnight

Horde Wars – A Stooges DBA Theme Event

15mm. 24" square boards. 4 rounds

Eligible armies: DBA 2.2 armies with at least one Horde element.

Special scoring: if there is more than one Horde element in an army, or if a Horde destroys any non-Horde element.

GM: Larry Chaban

Thursday:

9am-1pm

DBA Matched Pairs Tournament

6mm/15mm/25mm, 30" square boards. 4 rounds

Eligible armies: Pairs of historical enemy DBA 2.2 armies. Players will use own pair of armies for two rounds and opponent pair of armies for two rounds.

GM: Larry Chaban

2pm-6pm

25mm DBA Books I/II Open

25mm. 4' x 4' boards. 3-4 rounds.

Eligible armies: DBA 2.2 armies listed in Book I or Book II. Loaner armies will be available – contact Roland Fricke at rf123@cox.net if interested.

Event Sponsor: Wargames Factory

GM: Roland Fricke

2pm-6pm

DBN Variant – Peninsular Battle of Salamanca

Figures provided. 6-7 players. Scenario Event

It is 1812 in the Spanish Peninsula. Napoleon's massive effort in Russia is underway and Marshall Marmont and other French generals have been left to deal with the *Spanish Ulcer*. Wellington is on the offensive. They meet at Salamanca.

Pre-registration is available at:

<http://www.fanaticus.org/discussion/showthread.php?t=8940>

GM: Frank Popecki

7pm-11pm

HotT Buffet Open

25mm. 4' x 4' boards. 3-4 rounds.

Players may use any 25mm 24 point army. Loaner armies will be available. The Buffet will

include quite a variety of interesting fantasy loaner armies available for this event.
GM: Mike O'Neil

11pm-???
DBA Midnight Madness
15mm. 24" boards. Single elimination rounds.
Eligible armies: Any DBA 2.2 army.
GM: Rich Baier

Friday:

9am-6pm
BBDBA Doubles
15mm, 2' x 5' boards, Group Round and Final Match.
Eligible armies: Any BBDBA 2.2 army with legal allies.
Teams of two players face-off in Big Battle DBA games. Each team must bring own army and terrain. Initial historical matchups if possible, but it will depend on number of teams and specific armies chosen. Special rules: NASAMW special rules for the BBDBA event are found at: <http://www.fanaticus.org/DBA/guides/NASAMWBigBattleDBA.html>
GM: David Schlanger

1pm-5pm
League of Extraordinary Gentlemen vs Martians
Giant Battle HotT Game. 25mm figures provided. 10 players. 5' x 9' foot table.
Late 19th Century Giant Hordes of the Thing Game - "good" humans vs invaders from Mars (and some other evil types from earth).
GM: Bob Beattie

7pm-11pm
25mm DBA Books III/IV Open
25mm. 4' x 4' boards. 3-4 rounds.
Eligible armies: DBA 2.2 armies listed in Book III or Book IV. Loaner armies will be available – contact Roland Fricke at rf123@cox.net if interested.
Event Sponsor: Wargames Factory
GM: Roland Fricke

11pm-???
HotT Midnight Madness
25mm; Format TBD by Game Master's mood. Bring your favorite 24 point Hordes of the Things army or borrow one of our loaners!
As many players as possible, those new to HotT are very welcome.
GM: Alex Halkiadakis

Saturday:

9am-3pm
Falls a Titan – DBA Campaign Theme
15mm. 30" square boards. Up to 30 players.
The death of Atilla the Hun, 453 AD. His farflung empire (once extending from the Alemanni and Thuringians to the Alans and Georgians) has fragmented upon news of his death; his successors want to bind it together again, but his once-subject nations (Alemanni, Thuringians, Gepids, Rugians, etc. are interested in carving their own kingdoms out of the wealth that is Rome, and definitely NOT interested in having Hun overlords again.
Pre-registration and list of eligible armies at: <http://www.fanaticus.org/discussion/showthread.php?t=8844>
This is the latest in a series of successful Two Davids campaign theme events (Warring States China, Collapse of 1200BC, etc.).
Please join us, and don't forget to pre-register at [fanaticus.org](http://www.fanaticus.org)
GM: David Kuijt; David Schlanger

3pm-7pm
Zama, 202BC Rome vs Carthage
25mm. 10 players.
A Giant Battle DBA Scenario based on Society of Ancients Day of Battle Game, 2010.
Figures and Terrain will be provided for this scenario played on a 5' x 9' battlefield.
GM: Bob Beattie

3pm-7pm
BBDBA Variant - RRR Giant Battle English Civil War Scenario.
15mm. 6 players.
Figures and Terrain provided.
This is the first major battle of the English Civil War, and a decisive victory by King Charles or the Earl of Essex may have ended the war.
Please visit the following url for more info: <http://www.fanaticus.org/discussion/showthread.php?t=8923>
GM: Will Michaels

7pm-Midnight
DBA Team Cup World Championship
15mm, 30" boards. 4 or 5 rounds. Teams of 4 match up in head to head DBA for all of the glory! Initial team pairings will be decided at random. Subsequent rounds will be based on team point totals.

Participants: Teams of 4 players (Unlimited)

Teams may be DBA Clubs, from Geographical Regions, Friends, Family, Enemies, Old fat bald guys, etc. etc.

Guidelines: Teams choose 4 players, one as Team Captain to handle team decisions, report scores, and generally keep each team organized. Each Team Captain assigns a team player to play with an army from each Book (1-4) throughout the event and play against that same Book's opponents. All army options must be chosen prior to beginning of the Cup, and the Team Captain is responsible for submitting an official list of armies and options to the Game Master prior to the start of the event.

We will be accepting all players for this event and will form pickup teams at the time of the event from players who may not have a full team or are looking to join or form a team.

Prizes awarded for the winning team and for best team uniform/spirit.
GM: Chris Brantley

Sunday:

9am-Noon

DBA Themes

15mm; board sizes vary; Swiss chess matching.
3 Rounds. 6 different historical eras. Players pick one era and provide own armies and terrain.
GM: David Kuijt

Eligible Armies: The eligible armies by theme are:

Biblical, plus Stone-age Pacific and Americas:
Book I: 1abcd, 2ab, 3, 4abcd, 5abcd, 6abc, 7abc, 8abc, 9, 10, 11ab, 12, 14cd, 15, 16, 17, 18, 19, 20ab, 21ab, 22ab, 23ab, 24ab, 25ab, 26ab, 27, 28, 29ab, 30abc, 31ab, 33ab, 34abc, 35abc, 36, 37ab, 38, 39ab, 40abc, 41, 42, 43a, 44ab, 45, 46ab, 50, 51, 53. Book III: 22abcd, 41, 58. Book IV: 9, 10, 11, 12abcd, 19, 29, 53, 63, 70, 71, 72, 81.

Greek Classical (600BC 146 BC) : Book I: 6c, 7cd, 14e, 35cd, 36, 43ab, 47, 48, 50, 52abcdefgghi, 53, 54, 55abcde, 56ab, 57ab, 58, 59, 60abc, 61ab, 62, 63. Book II: 1, 2, 3, 5abcdefgghi, 6, 7, 8abc, 9, 10, 11, 12, 13, 14, 15, 16abcd, 17, 18abcde, 19abcd, 20abc, 22af, 23abc, 24, 25, 26, 27ab, 28b, 30ab, 31abcdefghij, 32, 33, 34, 35, 36ab, 37, 39abc, 40, 43, 44

Roman Classical (146 BC 493 AD): Book I: 7d, 43b, 47, 48, 56b, 58, Book II: 6, 11, 14, 19d, 20cd, 22abcde, 23abc, 24, 25, 26, 28abcd, 30bc,

33, 34, 35, 37, 39abc, 40, 44, 45abc, 46ab, 47abcdefg, 48, 49, 50, 51, 52, 53, 54a, 55ab, 56, 57, 58, 59, 60, 62, 64ab, 65ab, 66, 67ab, 68a, 69, 70ab, 71, 72abcd, 73, 74, 78ab, 80abd, 81ab, 82a, 83ab, 84

Dark Ages Europe, Middle East, and Western Steppes (493AD - mid 11th C.) : Book II:

23abc, 28c, 46c, 54bc, 57, 58, 62, 68b, 69, 71, 72bc, 73, 80bd, 81cd, 82ab. Book III: 1abc, 2, 3, 4ab, 5ab, 12, 13ab, 14abc, 16, 17, 18, 19a, 21ab, 24ab, 25ab, 26ab, 27, 28, 29, 30ab, 31, 32, 33, 34ab, 35ab, 37ab, 40abcd, 43abc, 45a, 46, 47, 48, 49, 50, 51, 52, 53, 57abc, 60, 62a, 63a, 64, 65, 67a, 71

Medieval Europe, Middle East, and Western Steppes (mid 11th C. on) : Book II: 58, 62.

Book III: 1a, 12, 19bc, 26b, 32, 33, 34b, 35bc, 40bd, 45b, 46, 47, 52, 53, 62ab, 63b, 65, 67b, 68, 69, 70abc, 72ab, 73ab, 74, 75, 76, 77, 78, 79.

Book IV: 1, 2, 3, 4ab, 5abc, 6, 7, 8, 13abcd, 16, 17, 18, 20, 21abc, 22, 23, 24, 25, 26, 27, 28, 30, 31, 32, 33, 34, 35, 38, 39abc, 41, 42, 43abc, 44ab, 45, 46, 47, 49, 50, 51ab, 54abcd, 55ab, 56ab, 57abc, 58, 60, 61, 62, 64abc, 65, 66, 67, 68ab, 69, 74, 75, 76, 77, 79, 80, 82ab, 83ab, 84

Asia and Eastern Steppes: Book I: 13ab, 14ab, 32abc, 43ab, 49abcd. Book II: 1, 2, 3, 36ab, 46ab, 4abcde, 21abc, 29, 38abc, 41ab, 42abcd, 61abcd, 63, 75, 76, 77ab, 79ab, 80cd. Book III: 6ab, 8, 9ab, 10abc, 11ab, 15, 20ab, 23, 31, 36, 37a, 38, 39, 42ab, 44, 54, 55, 56, 59, 61, 66. Book IV: 8, 14, 15, 35, 36ab, 37abcd, 40, 47, 48, 52, 59ab, 73, 75, 78.

Note: 30" square boards will be used for the Biblical plus Stone-age Pacific and Americas, Greek Classical and Asia and Eastern Steppes themes for this Cold Wars.

DBM at Cold Wars

Version 3.1 rules and both 2nd Edition and DBMM army list books will be used. Players using the DBMM lists must make sure to heed the DBM conversion rules on the last page of these books but may use any rear support specified in a list, whether normally allowed in DBM or not. With the exception of the team game on Friday, players need their own army, terrain and ground cloth. Sign up 15 minutes prior to designated start time. Sign up for all events at the NASAMW registration desk.

New "House Rule" in effect for the Open and Doubles: Wb (S) and (O) do not receive rear support versus mounted from a 3rd and 4th rank of

Wb (S) or (O). Instead, Wb (S) or (O) will recoil rather than be destroyed if outscored, but not doubled, by Kn, Cm (S), or El, if all four ranks are Wb (S) and/or (O) in any mixture.

Thursday:

Noon-10pm

Mini Theme: From the Stone Age to the Bronze Age. 15mm,

One version of one list. 200 AP, CinC at no AP cost. 48"x30" table, 2 hour rounds. Hard stop, 15-0 scoring. "Irish" terrain modifications will be used.

Allowable armies: 1/1, 1/2, 1/3, 1/4, 1/5, 1/6, 1/7, 1/8, 1/11, 1/12, 1/14, 3/22, 3/41, 3/58, 4/9, 4/10, 4/12, 4/19, 4/29, 4/53, 4/63, 4/70, 4/71, 4/72, 4/81. Book I armies must be earlier than 2000 BC.

Round 1: Noon; Round 2: 2:30pm; Round 3: 5:30pm; Round 4: 8pm.

GM: Rob Cunningham (rccun2@aol.com).

9am-10pm

Open (Rounds 1 & 2)

15 and 25mm. Two versions of one list.

400 AP with 6x4 table-15mm, 8x5 table-25mm are the defaults, other arrangements can be made if agreed to by both players. Six 4-hour rounds, two each on Thurs, Fri and Sat. Hard stop. 15-0 scoring. A player's final score will consist of his/her best four from the six rounds. Pairings will be made at the beginning of each round from the players who have signed up and are present; 25mm armies will be matched up whenever possible so those who own them are encouraged to bring them.

Round 1: 9am; Round 2: 6pm.

GM: Rob Cunningham (rccun2@aol.com).

Friday:

9am-1:30pm and 4-8:30pm

Sea Peoples Invasion of Egypt. Team and Introductory Game for 4-8 players.

DBM v3.1 rules will be taught, familiarity with the DBX system will be helpful. Scale: 15mm
Round 1: 9am-1:30pm; Round 2: 4-8:30pm.
Players will be on either the side of the Pharaoh and his sons or on the side of the invading Sea Peoples in round #1 and will switch sides for round #2.

GM: Howard West

(Howard.West@siemens.com)

9am-10pm

Open (Rounds 3 & 4)

Round 3: 9am; Round 4: 6pm.

See Thursday's entry for details.

Saturday:

9am-11pm

Doubles

15mm and, if enough sign up, 25mm; 2-3 players per team; 2 players/team each round. Two versions of one list. 500 AP (15mm), 400 AP (25mm). 8x5 table for both scales. Three 4-hour rounds. Hard stop. 15-0 scoring.

Round 1: 9am; Round 2: 2pm; Round 3: 7pm.

GM: Rob Cunningham (rccun2@aol.com).

9am-10pm

Open (Rounds 5 & 6)

Round 5: 9am; Round 6: 6pm

See Thursday's entry for details.

Field of Glory at Cold Wars

One version of one list. 40mm MU in 25mm. If you can float between themes or scales please contact Marc.

Sign up 15 minutes prior to designated start time.

GM: Marc Crotteau

(juvenileshark@yahoo.com).

Friday:

Noon-11pm

Themes (China and Armored Knights)

15mm (China) 15//25mm (Armored Knights).

15mm at 800 pts, 25mm at 650 pts. Three 4-hour rounds. 6x4 table-15mm, 8x5 table-25mm.

Round 1: 9am; Round 2: 2:30pm; Round 3: 7pm.

China theme, from Empires of the Dragon. Up to 577 AD (end of Northern Dynasties list). Any list options or allies are allowed up to the end date; none past it.

Erlitou-Shang Chinese

Early Zhou Chinese

Yayoi Japanese

Early Horse Nomad

Ko Choson Korean

Warring States to Western Han Chinese

Qiang and Di

Three Kingdoms Korean

Eastern Han Chinese

Three Kingdoms, Western Jin, and Southern Dynasties Chinese

Kofun-Nara Japanese (up to 577 AD)

Northern Dynasties Chinese

Western Wei (Western Wei to Early Tang Chinese, up to 577 AD)

Later Horse Nomad (up to 577 AD)

Armored knights theme, 1041 to 1149 AD. Any list options are allowed within the date range, with the exception that no heavily armored knights are allowed under any circumstances.

From Decline & Fall:
Early North African Dynasties

From Wolves From the Sea:
Norman

From Swords & Scimitars:
Early Crusader
Later Crusader
Fatimid Egyptian
Komnenan Byzantine
Cilician Armenian
Syrian States

From Oath of Fealty:
Feudal Catalan and Early Crown of Aragon
Taifa Andalusian
Feudal Navarrese
Feudal Castilian, Leonese or Portuguese
Almoravids (Fanatic Berber only)
Italo-Norman
Feudal French
Imperial German
Feudal German
Communal Italian
Papal Italian
Feudal Scots
Anglo-Norman

Saturday:

9am-11pm
Doubles
15/25mm.
15mm at 1000 pts, 25mm at 800 pts. 8x5 table for 15/25mm. Three 4-hour rounds.
Round 1: 9am; Round 2: 2:30pm; Round 3: 7pm.

Warrior at Cold Wars

Players must check in 30 minutes prior to the listed start time. One list. Order cards must be used. Generals must be rolled.
GM: Scott Holder

Special Rules: Barbarian Foot Rules in effect. Rear Zone 360p in 15mm. X-Rules 5.11, 6.11, 6.2 and 17.1 in use. New Biblical and Dark Age Warrior lists allowed.

Thursday:

2-10pm
Warrior Battles Playtest Tourney
1000 pt army, hard limit, 2 hour rounds. See Scott Holder (scott@dauphinehotel.com) for details and how to get playtest copy of the rules. Several copies will be available for use.
Round 1: 2pm. Round 2: 5pm. Round 3: 8pm.
GM: Eric Turner

Friday:

Noon-10pm
Mini Open
1200 pt army, 15mm & 25mm, 4x4 table (15mm), 6x5 table (25mm). 2.5 hour rounds
Round 1: Noon; Round 2: 3:30pm; Round 3: 7pm.

Saturday:

9am-11pm
Doubles
2000 pt army, 15mm & 25mm, 6x4 table (15mm), 8x5 table (25mm). 4 hour rounds
Round 1: 9am; Round 2: 2pm; Round 3: 7pm

Renaissance Wargaming Society Events

Saturday:

9:30am-10pm
15mm Open DBR 2.0.
400 AP Normal Scale. Two lists from same army and year, any book.
Round 1: 9:30am; Round 2: 2:30pm; Round 3: 7pm.
Scoring per the BHGS system. Only roads or open cultivated fields may be placed within 300 paces of the table's midpoint.
Using the "kiwi" point system available at http://alexandria2009.com/alexandria_wic_2009_006.htm
GM: Steve Roper (sroper@gmail.com).

Warhammer Ancients Battles Events

A \$5 fee will be collected for plaques and terrain costs. Lists must be provided to GM and opponent before Round 1. All details at <http://www.wabnews.com>.

GMs: John Bianchi & Ralph Krebs.

Friday:

4:30-10:30pm

WAB Doubles Tournament

25mm, 8x5 table

2000 pt list per player (4000 pts per side). Army must include an army General per army.

Round 1: 4:30pm, Round 2: 8:00pm

Players **MUST** bring a felt ground cloth and 2 terrain pieces (Trees or Palm Trees).

Saturday:

8:30am-6pm

WAB Singles Tournament

Classical, Open Divisions

25mm, 6x4 table, 2000 pt list.

Army must include an army General. No allies may be used.

Round 1: 8:30am, Round 2: Noon, Round 3: 2:15pm

8:30am-2pm

WECW Singles Tournament

Open Divisions

25mm, 6x4 table, 1650 pt list.

Army must include an army General. No unlimited shot. No Grenadoes, Petards or Mortars. No Named Characters. There are restrictions of training levels. Covenanter forces must include a Minister. Parliament forces must include an Agitator.

Round 1: 8:30am, Round 2: Noon

Flames of War Events

Noon-11pm

Number of Players: 60 (paired into two-man teams)

The I-95 Gamers will host a Late-War, Doubles Operation Market-Garden themed Flames of War Tournament, Friday 12 March 2010.

Teams. Each team shall consist of two players, each deploying a 1000 point "company" list. Lists must come from the same book. If players can show a historical basis for their forces, teams are allowed allies as referred to in the rules. For example, you could pair an American/British force if it is based from actions at Nijmegen.

Russians must partner with other Russians. Players may reassign up to 200 points to their partners. We have enough space for 48 players, firm. Please watch the Flames of War website Forum for updates and clarifications.

Terrain and Game Play. Each game will be played on a standard 4"x6" table. The terrain will be potentially very dense and representative of the actual area of conflict. Players may intermix their companies upon deployment and play them as they wish, so long as all rules for command and control are observed. Once a company from a doubles team is broken, all companies are considered to be broken for that team. Players should expect to encounter special rules. Although not entirely necessary, we would prefer lists that are from the intelligence summaries for Operation Market-Garden. We intend to flavor the event so that it pits opposing forces from that historical event to the largest extent possible. Other late war force teams may participate; our intent is to focus on Operation Market-Garden to the greatest extent possible. The scenarios will be posted on the Flames of War Forum.

Prizes will be awarded for Best Generals, Best Sportsmen, and Best Painted Armies (by team).

Send your team rosters to Joe Moore at joemoore78@aol.com and copy John Desch at john.desch@dot.gov. You must have a doubles partner to qualify and make a firm commitment to attend the event. If your partner is subsequently unable to attend, you are responsible for replacing him/her. We will maintain a stand by list.

GM: Joe Moore and John Desch

Wargods Events

Saturday:

8pm

Wargods of Aegyptus Campaign Night

25mm

Each player can bring a 1500 pt warband containing a harbinger with Ka 1 and following all other rules for warband construction. Olympus and Windego warbands are allowed. Warbands will be allowed to develop throughout the conventions.

GM: Adam Hughes

Sponsor: Crocodile Games

Warmachine/Hordes Mk II Events

Hosted by Keystone Gamers. Updates to these events at <http://forum.keystonegamers.com>. Mk II Rules. Hordes armies will use latest Mk II Field Test rules for composing armies.

GMs: Kenneth Botts, Dan Paddock, Micah Schriftman (events@keystonegamers.com).

Friday:

8pm

Jacks 'n Beasts

30mm, 8x5 table, two 15 pt lists. Timed 45-60 minute rounds. 4 players per table.

Single Caster. Only Jacks and Beasts.

Saturday:

Noon

Steamroller

30mm, 8x5 table, two 35 pt lists.

Timed 75-90 minute rounds. 4 players per table.

Single Caster. Normal army building restrictions apply.